

The Compliment Game



To foster positivity and appreciation within a group. Participants give and receive personalised compliments based on specific prompts, enhancing group dynamics and individual self-esteem.



Learning Intentions

Promote Positivity and Kindness:

Students will practise giving and receiving thoughtful compliments, fostering an environment of kindness and appreciation within the group.

Enhance Group Cohesion and Trust:

Students will build stronger connections with their peers by engaging in positive interactions, boosting individual self-esteem and strengthening group dynamics.

Develop Communication and Affirmation Skills:

Students will develop their ability to express positive feedback and appreciation, improving their communication and emotional intelligence.



Success Criteria

Thoughtful Compliment Sharing:

Students actively participate by giving personalised compliments based on the prompts, showing care and thoughtfulness in their responses.

Active Engagement and Reflection:

Students engage with the process of both giving and receiving compliments, reflecting on how the affirmations make them feel and contribute to a positive group dynamic.

Positive Group Atmosphere:

Students contribute to creating a supportive and encouraging environment where kindness is expressed openly and everyone feels valued and appreciated.



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Objective:

To foster positivity and appreciation within a group. Participants give and receive personalised compliments based on specific prompts, enhancing group dynamics and individual self-esteem.

Players:

Ideal for groups of four or more who know each other well.

Materials:

- Pieces of paper with each participant's name.
- A bowl for the papers.
- A six-sided dice (optional).

Setup:

Write names on paper, fold them, and place them in a bowl. Participants draw a name, ensuring it's not their own.

Gameplay:

- Players roll the dice or choose a number between 1 and 6, correlating to a specific compliment question.
- Sitting in a circle, each person takes a turn to share a compliment about the person whose name they drew based on the question linked to their chosen number.
- The game continues until everyone has given and received a compliment.

Winning the Game:

It is not competitive; it focuses on building positive relationships and affirmations.

Variations for Different Settings:

- Adapt the questions to suit the group's dynamics or context.
- Use in educational settings, team-building activities, or family gatherings.

Additional Notes:

The Compliment Game is a heartwarming activity that encourages kindness, boosts morale, and strengthens bonds within a group.

